

# “SAUL HUNTS FOR DAVID” board game

## **You will need:**

- 1) Copies of the map board pages (printed onto card stock if you want them to be durable)
- 2) Scissors and clear tape to put together the map pages
- 3) One copy of the EVENT card page, copied onto heavy card stock, if possible
- 4) A number cube (“die”)
- 5) Tokens to represent Saul and his men (I recommend no more than three total on Saul’s side)
- 6) A small circle of colored paper to represent David. This paper will be hidden under a coin. I recommend using a piece of “sticky note.” Use the sticky part so the paper will stick to the back of the coin, but will also be easily reposition-able.
- 7) 20 pennies or dimes (dimes are ideal)
- 8) Two copies of the ending dialogs

## **Set up:**

- 1) Trim off the black strips around the board pages, then tape them together using clear tape on the back.
- 2) Cut apart the cards and shuffle them. Place them face down on the rectangle marked EVENT CARDS.
- 3) Place coins on all the labeled cities except Ziklag and Gath. Then place the rest of the coins on any of the orange dots.
- 4) Cut out a small circle of paper to represent David, from the top of a “sticky note” if possible. (If you don’t have a sticky note, you can use a piece of regular paper, with (or without) a tiny amount of glue stick applied.)

## **Object of the game:**

David will try to get to Philistine territory, marked with red dots. Saul will try to find David before he can escape.

## **How to play:**

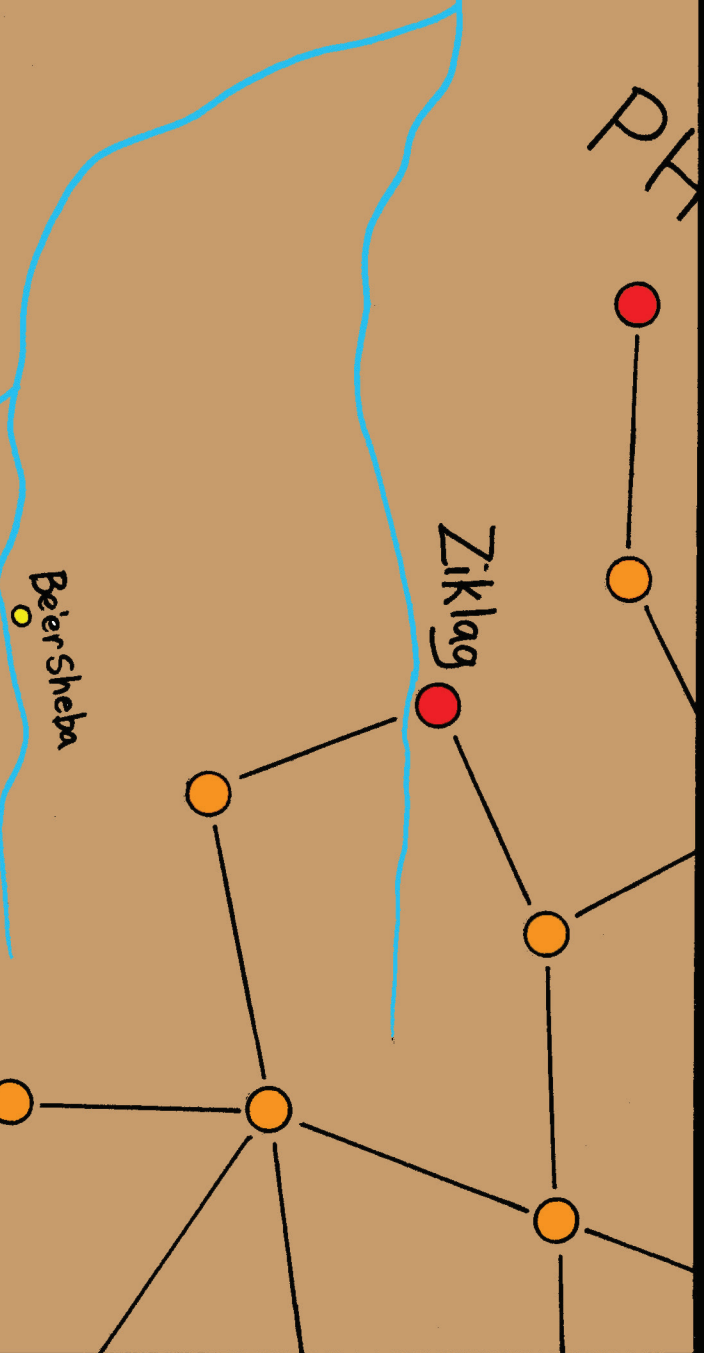
- 1) Choose who will play David. The teacher can make the choice or you can roll a number cube to decide.
- 2) The rest of the players will play Saul and his men. Decide who will be Saul. The others will be captains in Saul’s army-- leaders of troops of soldiers. (If you will have more than 3 players on Saul’s side, consider setting up a second game.)
- 3) Saul and his men must either go out of the room, or thoroughly hide their eyes (turn around, maybe even plug their ears?) while David chooses a hiding place. David’s position is marked by placing his piece of sticky paper under a coin. David must hide somewhere on the two eastern (right hand) pages of the map. In other words, he must hide to the right of the center crack, on the side of the board with the Dead Sea. He will try to move to a red dot during the course of the game. The red dots do not need to be covered. When David moves to a red dot, he just places his paper circle on the dot and reveals his position. The game is then over.
- 4) Saul and his men will move by rolling the number cube. Saul will go first, then his men will follow. Each of them must start at Gibeah, which is Saul’s headquarters. David does not roll and move. He only moves when an event card tells him to. Saul and his men may move in any direction, but can’t reverse their direction mid-turn.
- 5) To flip a coin over, Saul and his men must land on it with an exact roll. For example, if there is a coin three spaces ahead that they want to land on, rolling a 4 will put them one space too far. They will have to hope for a 1 on the next roll.
- 6) When someone rolls a 1, the player may move that one space, then an EVENT card is drawn. Follow the instructions on this card. If the card calls for David to move, the Saul players must turn around and close their eyes (or go out of the room) while David relocates. (David always has the option of staying where he is if he feels it is still a good place to hide. He is not required to relocate.)

## **How the game ends:**

- 1) If David makes it to Philistine territory before one of Saul’s players lands on his hiding place, the game is over. You can then start a new game immediately if you want to.
- 2) If one of Saul’s players lands on David and discovers his hiding place, the game ends with the first dialog. Basically, David escapes and “wins” the game no matter what. (But don’t announce this to the players ahead of time!) Upon a second playing of the game, if Saul again catches David, use the second dialog. Probability should be such that Saul won’t win very often and two dialogs should cover your needs. If you happen to need a third dialogue, just use the first one over again.



the wilderness of Ziph

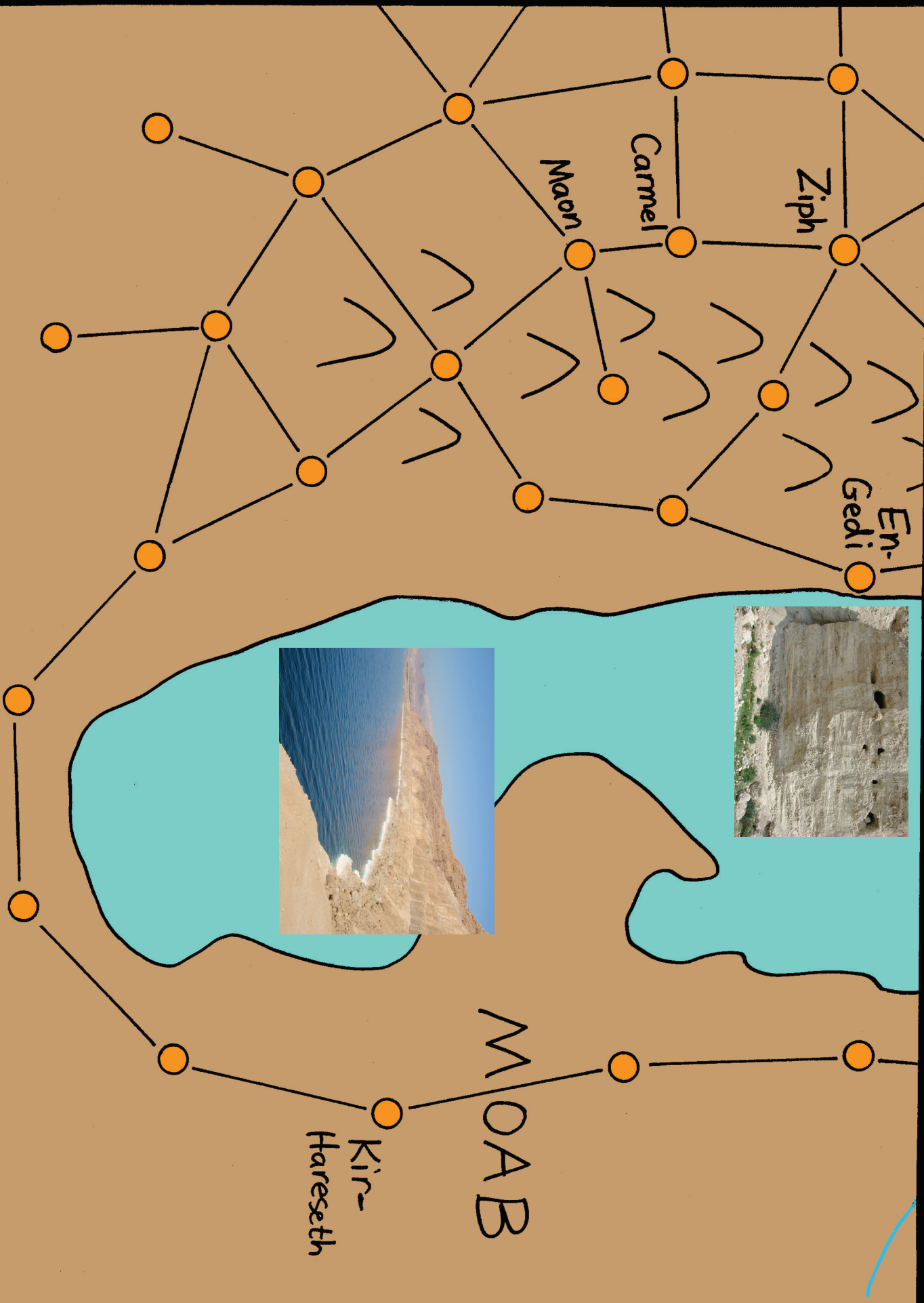


NEGEV  
DESERT

EVENT CARDS



Valiant warriors joined David at Adullam.



MOAB

Hareseth  
Kir-

Maon

Carmel

Ziph

En-Gedi

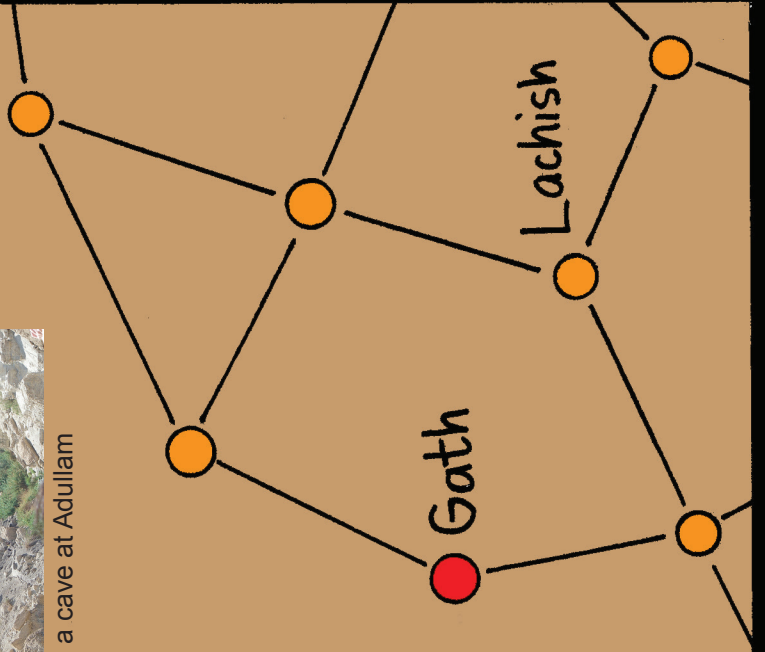




ancient Lachish



a cave at Adullam



o Ashdod

o Ashkelon

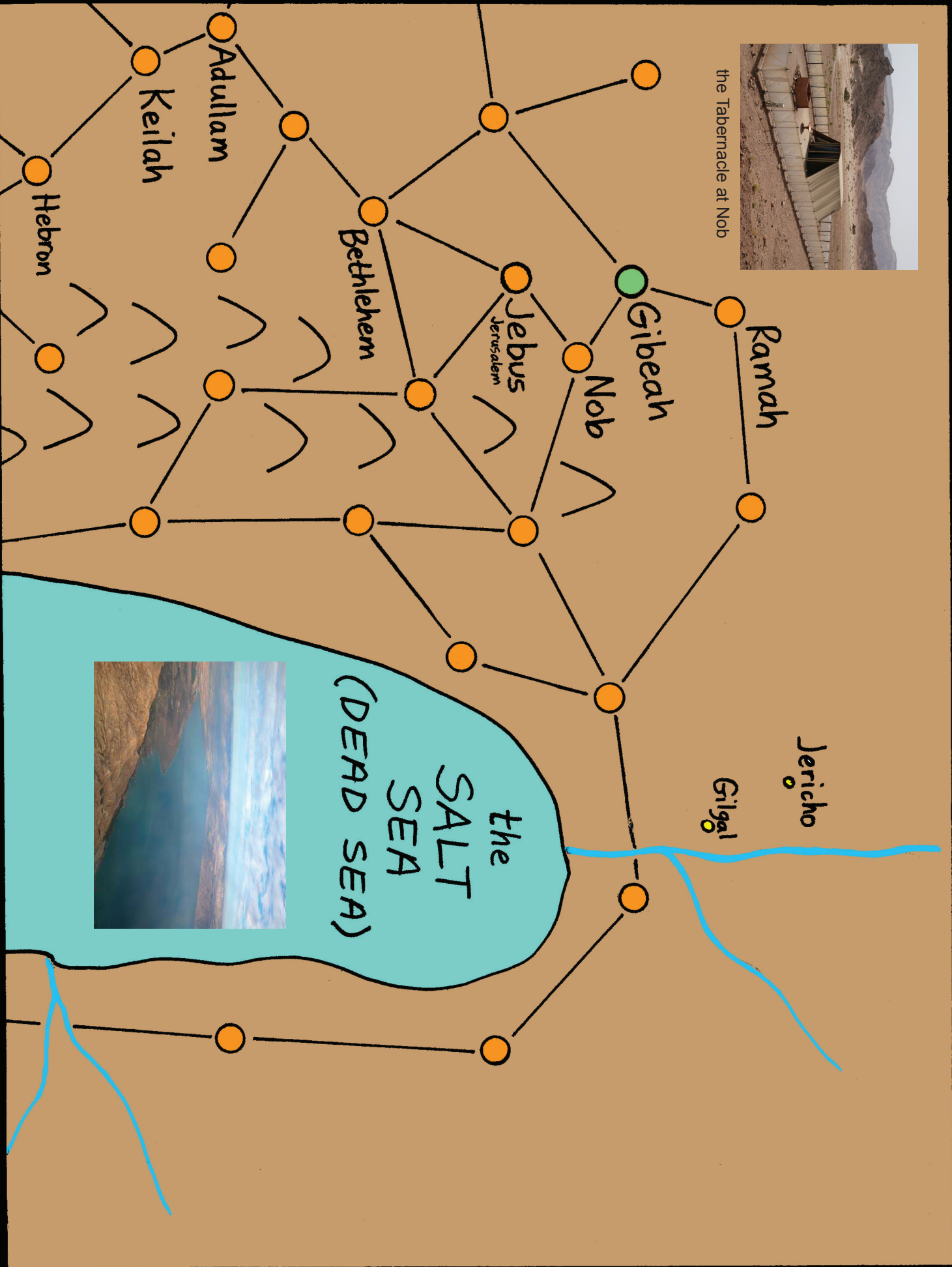
o Gaza

MEDITERRANEAN  
SEA

PHILISTINES



the Tabernacle at Nob



<p>Jonathan reasons with his father and gets Saul to stop his pursuit temporarily.  <i>(David may relocate to any hiding spot on the board (except the red dots), while the other players keep their eyes closed.)</i></p>	<p>A local shepherd warns David that he saw Saul and his army not far away. That night, David moves to a new location.  <i>(Players playing Saul and his men must close their eyes while David relocates to a spot that is no more than 5 spaces away.)</i></p>	<p>One of David's scouts sees clouds of dust on the horizon.  David decides to move.  <i>(Players playing Saul and his men must close their eyes while David relocates to a spot that is no more than 5 spaces away.)</i></p>
<p>If David is east of the mountain range, he may move to any hiding place that is within 5 spaces of his present location.  <i>(Players playing Saul and his men must close their eyes while David relocates.)</i></p>	<p>Jonathan reasons with his father and gets Saul to stop his pursuit temporarily.  <i>(David may relocate to any hiding spot on the board, while the other players keep their eyes closed.)</i></p>	<p>If David is within 7 spaces of Kir-Hareseth, he must go check on his father and mother. If David is more than 7 spaces from Kir-Hareseth, he stays where he is.  <i>(Players playing Saul and his men must close their eyes.)</i></p>
<p>A messenger comes to Saul saying that David is hiding at En Gedi. This must be Saul's next destination.  His men may go elsewhere.  <i>(David may stay wherever he is. He does not need to go to En Gedi.)</i></p>	<p>The moon is full and traveling at night is easy. David may relocate to any spot within 4 spaces of where he is right now.  <i>(The other players must keep their eyes closed while he does so.)</i></p>	<p>A dust storm prevents Saul and his troops from moving.  <i>(Players playing Saul and his men must close their eyes while David relocates to any named town, except for Gath and Ziklag. David may also stay where he is if that is more advantageous.)</i></p>
<p>A messenger brings news to Saul that there is an invading army attacking up north. Saul and his men must return to Gibeah.</p>	<p>Local towns come out in support of King Saul and bring him fresh food and water. Being refreshed, Saul and his troops may each go one additional space.</p>	<p>A messenger from a nearby town comes to Saul and gives him information about where David was last seen. Saul may go ahead two extra spaces.</p>
<p>Saul's hears that David was at the Tabernacle in Nob. Saul and all his men must make that their next destination. As soon as Saul or any of his troops get there, they will find David gone. On their next turn they may head somewhere else.</p>	<p>The townspeople of Ziph betray David and tell his location to Saul's men. Saul and his men may move two more spaces.</p>	<p>The townspeople of Keilah betray David, even after he frees them from the Philistines. Saul and his men may each go one extra space.</p>

## **ENDING DIALOGS TO BE USED IF SAUL DISCOVERS DAVID**

(if Saul or one of his men land on the coin under which David is hiding)

You might want to make two copies of this page and have one for David and one for Saul so that they can read their parts back and forth.

### **FIRST ENDING DIALOG:**

DAVID: My Lord, the King!

SAUL: Is that your voice, my son?

DAVID: Yes, my father. I am your faithful servant. Behold I have in my hand the corner of your robe. I did this to show you that I wish you no harm. I could have killed you but I did not do so because you are the Lord's anointed. I will not put forth my side against the Lord's anointed. May the Lord judge between you and me.

SAUL: My son, you are more righteous than I am. May the Lord reward you with good this day. I know that the kingdom of Israel shall some day be given to you. Please promise me that when this happens, you will be kind to the rest of my family.

DAVID: I promise you, I will show them mercy.

### **SECOND ENDING DIALOG:**

DAVID: My Lord, the King!

SAUL: Is that your voice, my son?

DAVID: Yes, my father. Why does my Lord, the King, pursue me? I am nothing but a dead dog or a flea. I am not worth chasing. What have I done to you? Look, I have your water jug and your spear. I could have killed you, but I did not, because you are the Lord's anointed. I have served you faithfully and never raised my hand against you. If I have done wrong, tell me what it is.

SAUL: I am fool. I have done wrong and I repent. Because my life was precious in your eyes, I will no longer chase after you. You will prosper and will do many things well. May the Lord bless you.